

REVISIT worksheet:

How to use VSim to create your own tours.

To get started...

Opening VSim, narratives, and resources

- a) Open VSim
- b) Make sure you have downloaded BEE_1938_Final.vsim, tutorial.nar, tutorial-resources.ere, and archive.zip from the REVISIT website downloads page. Save locally and unzip the archive folder.
- c) Go to File → Open model and select BEE_1938_Final.vsim from your local file system. This loads up the whole exhibition. Press space bar to unfreeze the scene and practise moving around using the WASD keys and using the mouse to look.
- d) Press space bar again to freeze the scene. Go to File → Import Narrative and select tutorial.nar. This loads up a 'narrative' (a series of pre-set views).
- e) Go to File → Import Embedded Resource and choose tutorial-resources.ere. This loads up some resources associated with the narrative. You will see a green rectangle appear at the bottom of the screen – this is a map to help you navigate around the exhibition.

We will now add to the narrative and resources.

1. You have been given a title slide 'Welcome!' Click on 'Info' to find out more. Change the title of the narrative e.g. Daisy's Tour of the Empire Exhibition. Add your own name to the author information. Click the arrow next to the pause button to play through the narrative. At the moment there are only two positions in the narrative. It will loop when it reaches the end.

Your first task is to add in resources

- Double click on the narrative (where it says Welcome at the top of the screen). Click on the first of the two thumbnails.
- Please add a season ticket as an embedded resource. To do this, make sure you are in 'freeze' (space bar) in 'navigate' mode.

- Press the + at the bottom left. Make sure File is selected and click Choose. Select the file BEE_1938_SeasonTicket_Flickr.jpg from your archive folder. Type a title and description for the image.
- You can organise the resources you add into categories, e.g. already there is a green category for all maps. (e.g. you could add another for photographs, for film or alternatively you could organise them by place, e.g. for 'entrance'). Next to Category, click Add New and choose a name and colour for the category your ticket will go in.
- Ensure that Activation Zone is set to Local and Auto Launch is set to Off.
- Click OK and you will see your resource appear at the bottom of the screen.
- Now add a piece of text welcoming visitors to the exhibition. Click on 'edit' in the top panel and choose from either 'Head 1' 'Head 2' 'Body' or 'Label' to add your text. You can move the text box to load in the view where you want.

Now we will save your work. You must save the narrative (i.e. your tour storyboard in the top pane) and the resources you have added separately (all the coloured squares in the bottom pane).

- To save all your 'embedded resources' go to 'File' on the top left of the VSim window, and in the menu click 'Save Embedded Resource'. When prompted if you want the file locked, say 'NO'. This will save all the content you have added to your model up until now as one package called a .ere file. Save the file.
 - To save your narrative go to 'File' on the top left of the VSim window, and in the menu click 'Save Narrative. When prompted if you want the file locked, say 'NO'. This will save all the nodes you have created as a .nar file, so you can follow in exactly the same footsteps! Save the file.
2. The 2nd slide takes you just inside the turnstile, where you can see the Glasgow Corporation Transport stand. You want to check the bus and tram timetable for getting home later, so grab your free copies now!
- Click the second thumbnail and then click edit. Click Image and select tram-map.jpg from the archive folder. Position the image where you want it then click Label to add a label to the image.
 - A transport map seems like a useful thing to have at all times, so we will now add transport-map.jpg as an embedded resource, but we will make it a 'global resource' - you want to be able to view these at any point.

- Click + in the resources panel at the bottom of the screen and choose transport-map.jpg. Give it a label and description. Make sure it is in the Maps category. Change the Activation Zone to 'global'. Click OK and you will see the new map appear under the Global Resources heading.
 - Save your work.
3. You want to know what all the hype is about Tait's Tower...apparently nearly 100 metres tall with amazing views over Glasgow!
- Unfreeze the scene by pressing spacebar. By navigating, find your way to Tait's Tower (also known as the Tower of Empire). You can move faster by pressing R (for Run). Press F to fly or G to stay on the ground.
 - Stop and freeze the scene (press spacebar) when you have a view of the Tower you want to include in your tour. Add in your own 'Narrative node' by clicking the '+' symbol in the top pane. This will take a screengrab of the current view and add this to your storyboard.
 - Now select at least 1 file from the tower images provided to add as an 'embedded resource' and experiment with 'Auto Launch' from your selected viewpoint.
 - Add a piece of text which captures your own impressions of this tower.
 - You can add another view of the tower and put an image directly into the scene, the same way as you added the tram image, above.
 - Save your work. **Press the play button to play your narrative from the beginning.**
4. You might be feeling a bit seasick! That's probably because the transition between each node is moving too fast. To change this, double-click on the small square in between each node and change the number of seconds to greater than 4 seconds. Have a play around – you can also set the length of time the narrative shows each node for. Double click on the thumbnail itself and experiment with different times.
5. Using the exhibition map, find your way to the cinema... (Clue, look out for Minnie Mouse!).
- Add a narrative node looking at the cinema. (Tip, make sure that the last node is selected before adding a new one).

- Add in a link to a video interview as an 'embedded resource' to 'Auto Launch' in a 'Local Activation Zone'. Choose AM1recollects.mp4 from the archive folder for a wonderful description by Andy McMillan.
 - Add in as a header a film title by clicking 'Edit' and then a piece of 'body text' could add in a brief synopsis of the film. Or if you prefer, you could add this text as an Annotation. These will display in a different way. Add an annotation as if you were adding an embedded resource but instead of selecting the File option, choose Annotation instead.
 - Double click your last node and tick the box that says 'Stay on node until P key'. This means that you will have time for the whole film to play before you can press P and manually move your tour on.
6. You still have time before getting the tram home for tea! More time to explore. Now pick a pavilion of your choice from your map and navigate your way to it in VSim.
- Using all that you have learnt, add in text telling visitors about why you have chosen it and what you find interesting.
 - You could add in resources relating to it, either by putting them directly into the scene or by adding them as embedded resources. A great place to find more resources is www.empireexhibition.com
 - Every time you save, remember to save both your narrative AND your embedded resources to the correct folder.

You should now have at least 5 narrative nodes in your tour, and 5 embedded resources (including at least 1 global resource). You should also now understand how to organise and categorise your resources when adding them in, how to change the transitions between each point of interest on your tour and how to annotate the slides.

END of worksheet, but feel free to keep adding to your narrative! *Please ask questions on anything you are still not sure about.*